

AMENDMENTS TO THE CLAIMS

Claim 1 (Currently amended): A method of locating a roving character in an environment, comprising:

providing a roving character with a wireless transmitter structured to transmit an electronic signal indicating one of an identity of the roving character or its location;

providing a user with a device including a wireless electronic signal receiver structured to receive the wireless signal from the wireless transmitter, and an electronic system in the device, said electronic system having a programmable memory structured to store software and preprogrammed data, said software structured to interpret a received electronic signal from the transmitter and to trigger playback of preprogrammed data related to the received electronic signal;

periodically transmitting a the electronic signal from the wireless transmitter on the roving character, the signal identifying the roving character;

receiving the signal at the device's wireless receiver; and

responsive to receipt of the signal, ~~automatically notifying the user via the device that the roving character is nearby~~ producing a predetermined communication by the device to the user related to the one of the identity or the location of the roving character.

Claim 2 (original): The method of claim 1 wherein the signal is an infrared signal.

Claim 3 (original): The method of claim 1 wherein the signal is a radio frequency signal.

Claim 4 (original): The method of claim 1 wherein the signal comprises a code relating to the identity of the roving character.

Claim 5 (Canceled): The method of claim 1 wherein the device further comprises a memory and stores the received wireless signal in the memory.

Claim 6 (Currently amended): A method of locating a roving character in an environment, comprising:

providing a plurality of wireless location signal transmitters at various locations throughout the environment;

providing a roving character with a wireless signal receiver and a wireless signal transmitter;

providing a user with a device comprising a wireless signal receiver structured to receive the wireless signal from the roving character's wireless transmitter, and an electronic system in the device, said electronic system having a programmable memory structured to store software and preprogrammed data, said software structured to interpret a received electronic signal from the character's transmitter and to trigger playback of preprogrammed data related to the received electronic signal;

periodically transmitting wireless signals indicative of roving character location from the plurality of wireless signal transmitters;

receiving at least one wireless signal indicative of roving character location at the wireless signal receiver on the roving character;

transmitting a wireless electronic signal from the roving character, the roving character wireless electronic transmission signal comprising the identity and location of the roving character;

receiving the wireless electronic transmission signal sent from the roving character at the wireless signal receiver in the device; and

responsive to receipt of the electronic transmission signal in the device, ~~the device automatically notifying the user of the device of the location of the roving character~~ producing a predetermined communication by the device conveying one of an identity and a location of the roving character.

Claim 7 (original): The method of claim 6 wherein the wireless signal is an infrared signal.

Claim 8 (original): The method of claim 6 wherein the wireless signal is a radio frequency signal.

Claim 9 (Currently amended): An interactive character system comprising:

one or more devices, each device having one or more wireless electronic signal receivers structured to receive a wireless signal, and an electronic system in each device, said electronic system having a programmable memory structured to store software and preprogrammed data, said software structured to interpret a received electronic signal and to trigger playback of preprogrammed data related the received electronic signal; and

an environment having disposed therein one or more roving characters, each roving character having a signal transmitter structured to transmit an electronic signal indicating the identity of the roving character;

wherein said device produces a preprogrammed notification in response to receiving an electronic signal from the roving character.

Claim 10 (previously presented): The method of claim 9 wherein the electronic signal is an infrared signal.

Claim 11 (previously presented): The method of claim 9 wherein the electronic signal is a radio frequency signal.

Claim 12-18 (canceled)

Claim 19 (Currently amended): An interactive device comprising:

a wireless signal receiver for receiving a wireless signal from at least one of a plurality of wireless signal transmitters located within a surrounding environment, the wireless signal representing the identity of a location, object, or character within the surrounding environment;

a memory in the device pre-programmed with data related to location, object, or character;

an event memory in the device, said event memory used to store data ~~contained in~~ associated with the signals received; and

an electronic system in the device for relating the data found in the event memory and for recalling/reminding a user of the interactive device via a preprogrammed notification of past events stored in said event memory.

Claim 20 (previously presented): The interactive device of claim 19 wherein the owner's name is stored in memory.

Claim 21 (previously presented): The interactive device of claim 19 wherein the interactive toy addresses the owner using the name stored in memory.

Claim 22 (previously presented): The interactive device of claim 19 wherein the receiver is an infrared receiver for receiving Infrared signals.

Claim 23 (previously presented): The interactive device of claim 19 wherein the receiver is a radio frequency receiver for receiving radio frequency signals.

Claim 24 (previously presented): The interactive device of claim 19 wherein each location, object, or character corresponds with a wireless signal transmitter.

Claim 25 (original): The method of claim 1 wherein the notifying comprises producing speech.

Claim 26 (original): The method of claim 1 wherein the notifying comprises producing sound effects.

Claim 27 (original): The method of claim 1 wherein the notifying comprises producing music.

Claim 28 (New): A method of conveying location of a toy character in an environment to a user carrying the toy character, the method comprising:

providing in the environment one or more signal transmitters configured to transmit first electronic signals indicating location information within the environment;

providing a toy character to a user within the environment, each of the toy characters having an electronic system comprising:

an electronic signal receiver configured to receive the first electronic signal;

a programmable memory configured to store software and preprogrammed data;

and

a processor that utilizes the software to interpret the first electronic signal received, triggers a playback of the preprogrammed data related to the first electronic signal that was received, and produces a preprogrammed communication associated with a location within the environment in response to the first electronic signal;

distributing one or more of the characters to the persons within the environment;

transmitting the first electronic signals; and

receiving the first electronic signals in at least one of the receivers;

interpreting the first electronic signal received; and

producing via the processor the preprogrammed communication associated with the location within the environment in response to the first electronic signal received.